

TileEntityPulseGen.java

```
package net.minecraft.src;

public class TileEntityPulseGen extends TileEntity
{
    public TileEntityPulseGen()
    {
    }

    public void writeToNBT(NBTTagCompound nbttagcompound)
    {
        super.writeToNBT(nbttagcompound);
        nbttagcompound.setInteger("Pulse", pulse);
    }

    public void readFromNBT(NBTTagCompound nbttagcompound)
    {
        super.readFromNBT(nbttagcompound);
        pulse = nbttagcompound.getInteger("Pulse");
    }

    public int pulse = mod_MiscDigital.PulseGenLength;
}
```